23 Shocktroop Devil

LEVEL 7 | AC 23 | DEF 19 | SPEED F6 | HP 50

ATTACK ACTIONS

Longsword: +13 vs AC; 15 Damage

❑ **Shield Bash:** +9 vs DEF (Fort); 10 Damage AND Dazed AND Followup

Followup: +14 vs AC; 15 Damage

ABILITIES

Evil • Devil

Flight

SPECIAL POWERS

Pursue: Can shift immediately after making an opportunity attack.

At the forefront of the legions of the Nine Hells, shocktroop devils surge onto the battlefield like a blast of hellfire.

149 Voracious Ice Devil

LEVEL 20 | AC 33 | DEF 32 | SPEED 8 | HP 115

ATTACK ACTIONS

Spear: +27 vs AC; 20 + 10 cold Damage AND Slowed

❑ **Cone of Cold:** (large cone) +20 vs DEF (Ref); 25 cold Damage AND Immobilized

❑ **Ice Storm:** (range 20, radius 3) +20 vs AC; 20 cold Damage AND Slowed

ABILITIES

Evil • Devil • Cold

Immune Cold, Poison

Blindsight: Ignores Conceal; treats invisible creatures as visible.

Reach 3

SPECIAL POWERS

Unholy Cold Aura: Whenever an adjacent Slowed or Immobilized enemy activates, it takes 10 cold Damage.

79 Deathpriest of Orcus

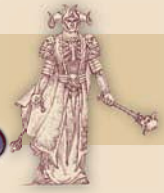
LEVEL 15 | AC 28 | DEF 28 | SPEED 6 | HP 90

ATTACK ACTIONS

Skull Mace: +19 vs AC; 20 + 10 necrotic Damage

Censer Whirl: (burst 1) +17 vs DEF (Ref); 10 + 10 necrotic Damage

❑ **Visage of Orcus:** (sight, radius 1) +17 vs DEF (Will): 15 cold + 15 necrotic Damage AND Immobilized



ABILITIES

Evil • Cleric • Orcus

Resist 10 Necrotic

SPECIAL POWERS

Bulwark of Orcus: Adjacent Demon, Undead, and Orcus allies have +2 AC and +2 DEF.

CHAMPION 2

- During your turn, you can activate an additional Undead creature.
- Use after a Demon or Undead ally is damaged but not destroyed by an attack. That ally heals 20 HP.

26 Degenerate Cultist of Orcus

LEVEL 8 | AC 17 | DEF 18 | SPEED 7 | HP 65

ATTACK ACTIONS

Mace: +11 vs AC; 10 + 5 necrotic Damage

❑ **Crushing Smite:** +11 vs AC; 25 + 10 necrotic Damage

❑ **Demonic Battle Cry:** (burst 2) +13 vs DEF (Will); 10 necrotic Damage AND Staggered (save ends)

ABILITIES

Evil • Orcus

Resist 10 Necrotic

SPECIAL POWERS

Desperation of the Abyss: Once Bloodied, this creature can make an extra attack whenever it takes an attack action.

Within the cults of Orcus, "degenerate" is practically a term of respect.

(C) 2008 wizards of the Coast, Inc. Permission granted to print for personal use only.

17 Gnaw Demon

LEVEL 5 | AC 19 | DEF 18 | SPEED F5 | HP 40

ATTACK ACTIONS

Bite: +10 vs AC; 15 Damage

Devour: Bloodied target only, +12 vs AC; 25 Damage

ABILITIES

Evil • Demon

Flight

SPECIAL POWERS

Ankle Biter: Each enemy that starts its turn adjacent has -2 Speed.

Dinner's On: As a move action, place this creature up to 10 squares away in line of sight and adjacent to a Bloodied enemy.

The Abyss is always hungry.

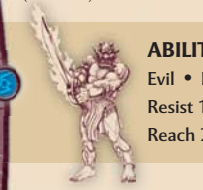
92 Efreeti Flamestrider

LEVEL 16 | AC 29 | DEF 28 | SPEED 8 | HP 95

ATTACK ACTIONS

Scimitar: +21 vs AC; 20 + 10 fire Damage

Fiery Grasp: (sight) +18 vs DEF (Ref); 15 fire Damage AND ongoing 10 fire Damage AND Immobilized (save ends)



ABILITIES

Evil • Elemental • Fire

Resist 10 Fire

Reach 2

SPECIAL POWERS

Fiery Teleport: As a move action, place this creature in a clear space in line of sight and adjacent to any Fire creature or any creature taking ongoing fire Damage.

CHAMPION 2

- Use when any creature hits with an attack. That attack's damage becomes fire.
- Use at start of round. This round, all attacks that deal fire damage deal +5 fire Damage.

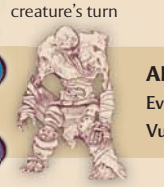
41 Visceral Devourer

LEVEL 7 | AC 23 | DEF 19 | SPEED 6 | HP 75

ATTACK ACTIONS

Claw: +11 vs AC; 15 Damage

❑ **Hungry Viscera:** +8 vs DEF (Fort); 10 Damage AND Immobilized; RECHARGE if no enemies are adjacent at end of this creature's turn



ABILITIES

Evil • Shadow • Undead

Vulnerable 10 Radiant

SPECIAL POWERS

Devour Viscera: Each Immobilized creature that starts its turn adjacent takes 10 Damage.

❑ **Exoskeleton:** Takes -10 Damage from and attacks until end of this creature's next turn.

A mass murderer or worse in life, in death a visceral devourer continues its vile rampage.

166 Doresain, the Ghoul King

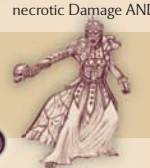
LEVEL 20 | AC 34 | DEF 32 | SPEED 8 | HP 115

ATTACK ACTIONS

Toothlust: +22 vs AC; 20 necrotic Damage AND ongoing 10 necrotic Damage (save ends)

Bite: Slowed target only, +23 vs DEF (Ref); 20 + 20 necrotic Damage AND Helpless (save ends)

❑ ❑ **Cloak of Mouths:** (burst 3) +25 vs AC; 25 necrotic Damage AND Slowed (save ends)



ABILITIES

Evil • Undead • Orcus

Unique. Immune Poison; Resist 20 Necrotic, 10 Radiant

SPECIAL POWERS

Dead Lord: Each Undead ally that begins its turn within 3 squares heals 10 HP.

❑ **Teleport:** As a move action, place up to 12 squares away in line of sight; RECHARGE when first Bloodied.

CHAMPION 3

- Use at end of round. All Undead creatures in your warband can immediately shift.
- Use when an enemy becomes Bloodied. That enemy takes 20 Damage.

168 Thunderblast Cyclone

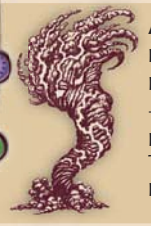
LEVEL 21 | AC 32 | DEF 33 | SPEED F8 | HP 130

ATTACK ACTIONS

Thunderclap: +24 vs DEF (Fort); 30 thunder Damage

Lightning Bolt: (line 10) +21 vs DEF (Ref); 20 lightning Damage, 10 lightning on miss

❑ **Lightning Storm:** (sight, radius 4) +23 vs DEF (Ref); 40 lightning Damage; RECHARGE when first Bloodied



ABILITIES

Evil • Elemental

Flight

+4 DEF (Ref)

Resist 40 Lightning, Thunder

Reach 3

The Elemental Chaos is an unending storm of raw creation and destruction. The thunderblast cyclone is the embodiment of that power.

290 Yuan-Ti Anathema

LEVEL 20 | AC 35 | DEF 34 | SPEED 7 | HP 210

ATTACK ACTIONS

Venom Bite: +22 vs DEF (Fort); 20 Damage AND ongoing 20 poison Damage (save ends)

Hundreds of Snakes: (adjacent enemies) +20 vs DEF (Fort); ongoing 30 poison Damage (save ends)

ABILITIES

Evil • Yuan-Ti

Immune Immobilized, Slowed, Stunned; Reach 3

Snake Form: Can move through enemies.

Stable Footing: Moves normally through difficult terrain.

CHAMPION 1

- Use at end of round. 25 Damage to each creature taking ongoing poison Damage.
- Use when a Yuan-Ti creature within 10 squares is destroyed. This champion heals 50 HP.

386 Elder Red Dragon

LEVEL 22 | AC 36 | DEF 33 | SPEED F9 | HP 225

ATTACK ACTIONS

Fiery Bite: +26 vs AC; 25 + 20 fire Damage

❑ **Fiery Breath:** (large cone) +22 vs DEF (Ref); 40 fire Damage, 20 fire on miss; RECHARGE when first Bloodied

Frightful Presence: (creatures within 3) +24 vs DEF (Will); Stunned AND -4 Attack against this creature until it is hit by an attack

ABILITIES

Dragon

Flight. +4 DEF (Fort)

Resist 40 Fire; Reach 2

SPECIAL POWERS

❑ **Warding Strike:** When a flanking enemy attacks this creature, make an immediate attack against it.

CHAMPION 2

- Use at start of round. All creatures have +4 Attack against Bloodied targets this round.
- Use at start of round. The player whose warband destroys the highest-cost enemy this round scores +50 VP.

170 Fire Titan

LEVEL 21 | AC 36 | DEF 33 | SPEED 8 | HP 120

ATTACK ACTIONS

Greatsword: +27 vs AC; 30 fire Damage

❑ **Burning Wave:** (creatures within 3) +24 vs DEF (Ref); 30 fire Damage AND Immobilized AND target loses Flight until end of its next turn

Hurl Lava: (nearest) +24 vs DEF (Ref); 25 fire Damage AND ongoing 10 fire Damage AND Immobilized

ABILITIES

Giant • Fire

Resist 40 Fire

Reach 3

SPECIAL POWERS

❑ **Primal Flame:** Use at start of this creature's turn. An adjacent creature loses Resist Fire and Immune Fire until the end of its next turn; RECHARGE when this creature destroys an enemy.

(C) 2008 wizards of the Coast, Inc. Permission granted to print for personal use only.

114 Armored Guulvorg

LEVEL 13 | AC 28 | DEF 23 | SPEED 8 | HP 115

ATTACK ACTIONS

Bite: +19 vs AC; 20 Damage

Tail Strike: +16 vs DEF (Ref); 20 Damage AND make a attack against a different target

ABILITIES

Beast

Immune Cold; Resist 15 Fire

Blindsight: Ignores Conceal; treats invisible creatures as visible.

Reach 2 (Tail Strike only)

SPECIAL POWERS

Boiling Blood: Immediate, whenever an adjacent enemy damages this creature with a attack; +11 vs DEF (Ref); 10 fire Damage to that enemy

20 Bugbear Lancebreaker

LEVEL 7 | AC 23 | DEF 19 | SPEED 6 | HP 50

ATTACK ACTIONS

Hammer: +12 vs AC; 15 Damage

ABILITIES

Goblin • Bugbear

Solid Footing: Not subject to push, pull, or slide effects of enemies.

SPECIAL POWERS

Bar the Way: Whenever this creature hits with an opportunity attack, the target is Immobilized.

Lancebreaker: +2 AC and +2 Attack against Mounted targets.

A line of bugbear lancebreakers is a living wall. Nobody passes until the line breaks.

31 Dragonborn Defender

LEVEL 9 | AC 24 | DEF 19 | SPEED 5 | HP 70

ATTACK ACTIONS

Longsword: +15 vs AC; 20 Damage

Bloodfury: Make a attack against each adjacent Bloodied enemy.

❑ **Dragon Breath:** (line 6) +12 vs DEF (Ref); 20 fire Damage, 10 fire on miss

ABILITIES

Dragonborn • Fighter

+4 DEF (Fort)

SPECIAL POWERS

❑ **Unbreakable:** -10 Damage on 1 attack against this creature; RECHARGE when hit by a or attack.

The dragonborn are proud and honorable in battle, keeping alive the ideals of their long-fallen empire.

46 Dragonborn Myrmidon

LEVEL 11 | AC 26 | DEF 23 | SPEED 7 | HP 70

ATTACK ACTIONS

Halberd: +16 vs AC; 20 Damage

❑ **Dragon Breath:** (small cone) +14 vs DEF (Ref); 25 cold Damage, 10 cold on miss

❑ **Hammer and Anvil:** +16 vs AC; 20 Damage AND an ally adjacent to the target can immediately make a attack against it

ABILITIES

Dragonborn • Warlord

SPECIAL POWERS

Dragonborn Fury: Once Bloodied, this creature's attacks have +2 Attack and +5 Damage.

❑ **Launch:** Flight and Speed F7 until end of turn.

53 Dwarf Warsword

LEVEL 12 | AC 26 | DEF 23 | SPEED 5 | HP 90

ATTACK ACTIONS

Longsword: +17 vs AC; 25 Damage

ABILITIES
Dwarf • Fighter
+4 DEF (Fort)

SPECIAL POWERS

Bloodthirsty: +5 Damage to Bloodied targets.

Defender: Whenever an adjacent enemy makes a attack against a target other than this creature, this creature can make an immediate attack against that enemy before resolving the enemy attack.

Grudge Fighter: +10 Damage to any enemy that has damaged this creature.

37 Feybound Halfling

LEVEL 11 | AC 25 | DEF 23 | SPEED 4 | HP 50

ATTACK ACTIONS

Mace: +16 vs AC; 15 Damage

Bewitching Blast: (range 10) +15 vs DEF (Will); 20 Damage AND push target 1 square

Otherwind Stride: (burst 1) +13 vs DEF (Ref); 15 Damage; hit or miss, place this creature up to 5 squares away in line of sight after resolving the attack

ABILITIES
Halfling • Warlock

He heeds the call of the Feywild, and he pays his debts in the currency of the spirit.

117 Fire Giant Raider

LEVEL 18 | AC 32 | DEF 27 | SPEED 6 | HP 105

ATTACK ACTIONS

Greatsword: +24 vs AC; 25 Damage

Iron Javelin: (range 10, nearest) +22 vs AC; 25 Damage AND Slowed (save ends)

Sweeping Sword: 2 different Medium or smaller targets, +20 vs AC; 25 Damage each

ABILITIES
Giant • Fire
+4 DEF (Fort)
Resist 30 Fire
Reach 2

SPECIAL POWERS

Eyes On Me: Make an opportunity attack against any enemy within Reach that shifts or attacks a creature other than this creature.

12 Fist of Moradin

LEVEL 4 | AC 20 | DEF 19 | SPEED 5 | HP 40

ATTACK ACTIONS

Mace: +8 vs AC; 10 Damage AND this creature has +2 AC against any target it hits until end of this creature's next turn

Smite Unbeliever: +8 vs AC; 20 Damage, 10 on miss; RECHARGE when an adjacent ally is hit by a attack

ABILITIES
Dwarf • Cleric

SPECIAL POWERS

Aura of Protection: Allies within 5 squares have +1 AC and +1 DEF.

He carries in his heart the ancient might of the mountains. Like his god, he is a protector of his chosen people.

(C) 2008 wizards of the Coast, Inc. Permission granted to print for personal use only.

4 Goblin Runner

LEVEL 1 | AC 17 | DEF 15 | SPEED 7 | HP 20

ATTACK ACTIONS

Spear: +6 vs AC; 10 Damage

Thrown Spear: (range 5, nearest) +6 vs AC; 10 Damage

ABILITIES
Goblin
Quick-Footed: +4 AC against opportunity attacks.

SPECIAL POWERS

Burst of Speed +3: Speed +3 until end of this creature's turn.

Goblin Tactics: Whenever a attack misses this creature, it can immediately shift.

Like wasps, they're fast and twitchy, and they pack a nasty sting.

7 Hobgoblin Guard

LEVEL 3 | AC 19 | DEF 15 | SPEED 5 | HP 30

ATTACK ACTIONS

Heavy Spear: +10 vs AC; 10 Damage

ABILITIES
Goblin • Hobgoblin
Phalanx Fighting: +2 AC while adjacent to an ally.

SPECIAL POWERS

Jockey for Position: Whenever this creature hits with an opportunity attack, it can immediately shift.

Their battle tactics mix discipline with a knack for improvisation.

54 Mighty Blademaster

LEVEL 12 | AC 26 | DEF 23 | SPEED 6 | HP 90

ATTACK ACTIONS

Greatsword: +18 vs AC; 30 Damage

Sweeping Blow: Attack up to 2 targets once, +16 vs AC; 30 Damage each

ABILITIES
Human • Fighter

SPECIAL POWERS

Defender: Whenever an adjacent enemy makes a attack against a target other than this creature, this creature can make an immediate attack against that enemy before resolving the enemy attack.

39 Skullcleave Warrior

LEVEL 10 | AC 26 | DEF 22 | SPEED 6 | HP 80

ATTACK ACTIONS

Battleaxe: +17 vs AC; 20 Damage

Great Cleave: +17 vs AC; 30 Damage AND all enemies adjacent to target take 15 Damage

ABILITIES
Human • Fighter

SPECIAL POWERS

Skullcleaver: Immediately after scoring a critical hit, this creature can make a attack against another adjacent target.

Unavoidable Strike: This creature's next attack is a critical hit.

57 Tiefling Gladiator

LEVEL 13 | AC 29 | DEF 22 | SPEED 6 | HP 85

ATTACK ACTIONS

Longsword: +19 vs AC; 20 Damage

Spinning Strike: +16 vs DEF (Ref); 20 Damage AND this creature switches positions with target if Medium or smaller

ABILITIES

Tiefling • Fighter

+4 DEF (Fort)

Resist 15 Fire

SPECIAL POWERS

Angry Reply: Use at start of turn; self; end all conditions and ongoing effects AND heal 20 HP, then take a free attack action; RECHARGE if that attack destroys the target.

Cloying Darkness: Cover against all attacks until start of this creature's next turn.

©2008 Wizards DUNGEONS & DRAGONS® ★ 25/60

15 Fire Bat

LEVEL 5 | AC 19 | DEF 17 | SPEED F8 | HP 40

ATTACK ACTIONS

Fiery Touch: +8 vs DEF (Ref); 10 fire Damage

Fiery Swoop: Move up to 4 squares and make a attack once against each enemy whose space this creature enters this turn

ABILITIES

Elemental • Fire

Flight

Resist 10 Fire

When it lights up a cavern, you'll pray for the dark.

©2008 Wizards DUNGEONS & DRAGONS® ◆ 26/60

5 Orc Zombie

LEVEL 2 | AC 11 | DEF 12 | SPEED 4 | HP 30

ATTACK ACTIONS

Slam: +5 vs AC; 15 Damage

ABILITIES

Undead

Vulnerable 10 Radiant

Massive Damage: If this creature takes 20 Damage or more from a single attack, it is destroyed.

SPECIAL POWERS

Zombie Grab: A Medium or smaller enemy is Immobilized while adjacent to 2 or more of this creature's allies with Zombie Grab.

Bereft of higher thought, higher purpose, or anything resembling mercy.

©2008 Wizards DUNGEONS & DRAGONS® ● 27/60

10 Plaguechanged Ghoul

LEVEL 3 | AC 16 | DEF 17 | SPEED 6 | HP 30

ATTACK ACTIONS

Claw: +8 vs AC; 10 Damage

Consume: +5 vs DEF (Ref); 10 Damage AND this creature heals 10 HP

ABILITIES

Undead

SPECIAL POWERS

Gut Maw: Immediately after an enemy misses it with a attack, this creature can make a Consume attack against that enemy.

The Spellplague was the blue fire that came when the Weave failed. Some things it consumed, leaving nothing behind. Other things it ate, then spit back . . . changed.

©2008 Wizards DUNGEONS & DRAGONS® ◆ 28/60

(C) 2008 wizards of the Coast, Inc. Permission granted to print for personal use only.

176 Shadow Hulk

LEVEL 16 | AC 30 | DEF 27 | SPEED 6 | HP 140

ATTACK ACTIONS

Claw: +22 vs AC; 25 Damage

Confusing Gaze: (range 5) +19 vs DEF (Will); Confused

ABILITIES

Magical Beast

Burrow

Reach 3

SPECIAL POWERS

Prey on the Weak-Minded: Whenever a Confused creature activates within its Reach, this creature can make a attack against it.

"Attack! before . . . Wait–who are you guys?"
–Brindi the Bold, last words

©2008 Wizards DUNGEONS & DRAGONS® ★ 29/60

31 Xorn Ravager

LEVEL 9 | AC 24 | DEF 19 | SPEED 5 | HP 60

ATTACK ACTIONS

Claw: +14 vs AC; 15 Damage

Earthy Maw: (Bloodied target within 5 squares) +11 vs DEF (Ref); 30 Damage; if this attack destroys the target, place this creature in a square that was in target's space, otherwise in a square adjacent to target

Undermine: Use only with Burrow; this creature moves up to its Speed and makes a single attack against each enemy without Flight whose space it enters this turn, +11 vs DEF (Fort); Stunned

ABILITIES

Aberrant • Earth

Burrow

+4 DEF (Fort)

All-Around Vision: Enemies flanking this creature do not have combat advantage against it.

©2008 Wizards DUNGEONS & DRAGONS® ◆ 30/60

21 Cave Bear

LEVEL 6 | AC 18 | DEF 16 | SPEED 5 | HP 55

ATTACK ACTIONS

Claw: +9 vs AC; 20 Damage

Maul: +9 vs AC; 30 Damage AND Dazed; RECHARGE when first Bloodied

ABILITIES

Beast

Those who dare disturb the bear are now just bones littering its lair.

©2008 Wizards DUNGEONS & DRAGONS® ◆ 31/60

18 Cockatrice

LEVEL 5 | AC 21 | DEF 19 | SPEED F5 | HP 35

ATTACK ACTIONS

Gore: +10 vs AC; 10 Damage AND Slowed (save ends). If target is already Slowed, it is Immobilized instead. If it is already Immobilized, it is Petrified instead.

ABILITIES

Beast

Flight

SPECIAL POWERS

Petrified: Affected creature is Immobilized and can take no actions.

Part serpent and part bird, the cockatrice prefers to dine on stone.

©2008 Wizards DUNGEONS & DRAGONS® ◆ 32/60

147 Earth Titan

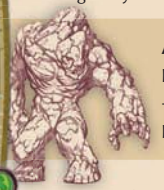
LEVEL 16 | AC 28 | DEF 26 | SPEED 5 | HP 165

ATTACK ACTIONS

Pummel: +19 vs AC; 30 Damage

Hurl Earth: (range 20) +16 vs DEF (Ref); 20 Damage AND Staggered (save ends)

❑ **Earth Shock:** (burst 2) +16 vs DEF (Fort); 20 Damage AND Stunned (save ends), 10 Damage only on miss



ABILITIES

Elemental • Giant • Earth

+4 DEF (Fort)

Reach 3

SPECIAL POWERS

❑ **Dual Strike:** Make 2 attacks against an enemy that grants this creature combat advantage.

The inexorable might of the earth personified, it's only slightly smarter than the dirt it's made of.

15 Flamescorched Kobold

LEVEL 4 | AC 18 | DEF 14 | SPEED 6 | HP 35

ATTACK ACTIONS

Short Sword: +8 vs AC; 10 Damage

Twin Strike: Make 2 attacks.

ABILITIES

Kobold

+4 DEF (Fort)

Evasive: Takes half Damage from and effects.

Shifty: Once per turn, on its turn, this creature can immediately shift.

SPECIAL POWERS

Combustible: Scores only half VP if destroyed by a or effect.

Mob Attack: +5 Damage while target is adjacent to 2 or more allies with Mob Attack.

28 Furious Owlbear

LEVEL 8 | AC 19 | DEF 17 | SPEED 7 | HP 65

ATTACK ACTIONS

Claw: +11 vs AC; 20 Damage

❑ **Stunning Screech:** (adjacent creatures) +9 vs DEF (Fort); Stunned; can use immediately when first Bloodied

ABILITIES

Beast

+4 DEF (Fort)

Reach 2

SPECIAL POWERS

Enrage: +20 Damage with attacks while Bloodied.

When isn't an owlbear furious?

45 Galeb Duhr

LEVEL 11 | AC 25 | DEF 23 | SPEED 4 | HP 70

ATTACK ACTIONS

Fist: +18 vs AC; 20 Damage

❑ **Rolling Thunder:** Move exactly 4 squares and then attack adjacent target, +16 vs AC; 30 Damage AND push target 2 squares; RECHARGE when no creatures are adjacent to this creature at start of its turn

ABILITIES

Elemental • Earth

Burrow

Tremorsense: Creatures without Flight do not benefit from Conceal against this creature and do not count as invisible to it.

SPECIAL POWERS

❑ ❑ **Stone Transformation:** Resist 30 All until start of this creature's next turn.

"That's how I roll."

(C) 2008 wizards of the Coast, Inc. Permission granted to print for personal use only.

14 Lizardfolk Raider

LEVEL 5 | AC 18 | DEF 17 | SPEED 7 | HP 40

ATTACK ACTIONS

Warhammer: +10 vs AC; 10 Damage

❑ **Swampland Vengeance:** +10 vs AC; 20 Damage AND Staggered

ABILITIES

Lizardfolk

SPECIAL POWERS

Experienced Raider: The first time this creature enters difficult terrain during its turn, roll 1d20. 11+: It moves normally through difficult terrain until end of turn.

Hammer and Shift: Whenever this creature hits with a attack, it can immediately shift.

32 Shifter Claw Adept

LEVEL 9 | AC 21 | DEF 21 | SPEED 7 | HP 85

ATTACK ACTIONS

Claw: +14 vs AC; 15 Damage

❑ **Claw Frenzy:** +16 vs AC; 10 Damage AND immediately make this attack again, same target, until it misses

❑ **Spring Attack:** This creature moves up to its Speed and makes a attack at any time during its move; RECHARGE when no enemy is adjacent at start of this creature's turn

ABILITIES

Humanoid • Shifter

+4 DEF (Ref)

Defensive Mobility: +5 AC against opportunity attacks while moving.

SPECIAL POWERS

Skirmish: +5 Damage if this creature moves 2 or more squares before making a attack.

101 Storm Giant Thunderer

LEVEL 17 | AC 31 | DEF 29 | SPEED F7 | HP 120

ATTACK ACTIONS

Giant Maul: +23 vs AC; 20 + 10 lightning Damage

❑ **Howling Winds:** (Large or smaller targets within 3); +19 vs DEF (Ref); 15 Damage AND push target 3 squares

❑ **Thunderbolt:** (range 10, nearest) +19 vs DEF (Ref); 25 thunder Damage AND push target 1 square

ABILITIES

Giant • Thunder

Flight

Resist 25 Lightning, Thunder; Reach 2

SPECIAL POWERS

❑ **Storm Fury:** +4 AC and +4 DEF (Ref) against attacks; all squares within 2 count as difficult terrain until start of this creature's next turn. Does not affect Giant or Thunder creatures.

48 Angel of Retribution

LEVEL 11 | AC 25 | DEF 23 | SPEED F6 | HP 70

ATTACK ACTIONS

Shard Sword: +14 vs AC; 20 cold Damage; reroll once on miss

❑ **Retributive Sword:** Use only against an enemy that has attacked this creature; +16 vs AC; 25 Damage; RECHARGE if this attack hits

ABILITIES

Angel

Flight

Immune Fear; Resist 20 Cold

Reach 2

SPECIAL POWERS

Awesome Presence: (Fear) Enemies have -2 Attack against this creature until it is Bloodied.

❑ **Mark of Retribution:** (sight) Use at start of this creature's turn against an enemy that has already attacked this round; slide target 3 squares.

29 Captain of the Watch

LEVEL 8 | AC 24 | DEF 20 | SPEED 6 | HP 55

ATTACK ACTIONS

Longsword: +15 vs AC; 15 Damage

ABILITIES

Human • Fighter

SPECIAL POWERS

❑ **Disarm:** Use after this creature's attack hits; target deals -20 Damage until end of its next turn.

Pin Down: Can make opportunity attacks against adjacent enemies that shift.

CHAMPION 1

- Use when an enemy shifts. One ally adjacent to that enemy makes an opportunity attack against it.
- Use at start of your turn. Allies have +2 Speed until start of your next turn.

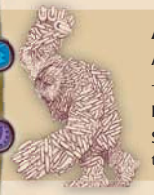
232 Chain Golem

LEVEL 18 | AC 32 | DEF 27 | SPEED 6 | HP 160

ATTACK ACTIONS

Shackle Strike: +23 vs AC; 25 Damage AND Immobilized

❑ **Chain Bind:** +19 vs DEF (Fort); 20 Damage AND Entrapped (see below); RECHARGE when this attack misses or an Entrapped creature successfully saves



ABILITIES

Animate

+4 DEF (Fort)

Reach 3

Stable Footing: Moves normally through difficult terrain.

SPECIAL POWERS

Entangling Chains: Each adjacent enemy cannot move on its turn unless it first hits this creature with an attack.

Entrapped: Remove target from the battle map. At start of target's turn, it takes 20 Damage (save ends). On a successful save, target returns to play adjacent to this creature and can act normally.

58 Cloaktrick Rogue

LEVEL 13 | AC 27 | DEF 29 | SPEED 7 | HP 80

ATTACK ACTIONS

Short Sword: +18 vs AC; 15 Damage

❑ **Deceptive Strike:** +18 vs AC; 25 Damage AND push target 1 square; RECHARGE when this creature misses with a attack

ABILITIES

Human • Rogue

Defensive Mobility: +5 AC against opportunity attacks while moving.

Quick Step 2: Can shift up to 2 squares.

SPECIAL POWERS

Bloodthirsty: +5 Damage to Bloodied targets.

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

19 Half-Elf Assassin

LEVEL 5 | AC 21 | DEF 19 | SPEED 6 | HP 40

ATTACK ACTIONS

Dagger: +10 vs AC; 10 Damage

❑ **Blood-Tempered Thrust:** Use only against a target this creature has damaged, +12 vs AC; 20 Damage

Streetwise: Use only when this creature has combat advantage against target; 2 attacks against that target, +9 vs AC; 15 Damage each

ABILITIES

Half-Elf • Rogue

Quick Step 2: Can shift up to 2 squares.

He wields daggers with a surgeon's skill and a child's glee.

(C) 2008 wizards of the Coast, Inc. Permission granted to print for personal use only.

45 Eladrin Pyromancer

LEVEL 11 | AC 25 | DEF 23 | SPEED 6 | HP 45

ATTACK ACTIONS

Dagger: +13 vs AC; 10 Damage

❑ **Fireball:** (sight, radius 2) +13 vs DEF (Ref); 25 fire Damage, 15 fire on miss; RECHARGE when this creature takes fire damage

Fireblast: (range 10, radius 1); +13 vs DEF (Ref); 20 fire Damage

ABILITIES

Eladrin • Wizard

SPECIAL POWERS

❑ **Razor Barrier:** Use at start of this creature's turn; until this creature moves on its turn, each enemy that makes a attack against it takes 10 Damage.

35 Golden Wyvern Initiate

LEVEL 9 | AC 21 | DEF 20 | SPEED 6 | HP 40

ATTACK ACTIONS

Dragon Quarterstaff: +12 vs AC; 5 + 5 cold Damage

Fireblast: (range 10, radius 1) +12 vs DEF (Ref); 15 fire Damage

❑ **Ice Storm:** (range 10, radius 3) +12 vs DEF (Ref); 25 cold Damage AND Slowed; half Damage only on miss

❑ **Icy Exhalation:** (large cone) +12 vs DEF (Ref); 15 cold Damage

ABILITIES

Human

+4 DEF (Will)

SPECIAL POWERS

Golden Wyvern: When using a or effect, this creature can choose to ignore 1 creature in that effect's area.

63 Tomebound Arcanist

LEVEL 15 | AC 25 | DEF 26 | SPEED 7 | HP 55

ATTACK ACTIONS

Dagger: +16 vs AC; 10 Damage

Confusion: (sight, radius 2) +18 vs DEF (Will); 15 psychic Damage AND Confused

❑ **Rune of Terror:** (nearest, radius 1) +16 vs DEF (Will); 25 Damage AND -2 DEF until end of target's next turn

ABILITIES

Half-Elf • Wizard

+4 DEF (Will)

"The secrets of the universe are mine for the taking –since someone had the foresight to write them down."

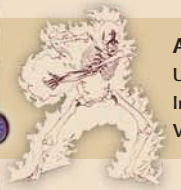
17 Blazing Skeleton

LEVEL 5 | AC 19 | DEF 17 | SPEED 6 | HP 40

ATTACK ACTIONS

Blazing Claw: +12 vs AC; 10 + 5 fire Damage

Thrown Flame: (range 6) +7 vs DEF (Ref); 20 fire Damage



ABILITIES

Undead • Fire

Immune Fire

Vulnerable 5 Radiant

SPECIAL POWERS

❑ ❑ **Fiery Riposte:** When a attack misses this creature, the attacker takes 15 fire Damage.

It burns for you.

71 Boneclaw Impaler

LEVEL 14 | AC 29 | DEF 26 | SPEED 6 | HP 85

ATTACK ACTIONS

Claw: +19 vs AC; 20 Damage

ABILITIES

Shadow • Undead

Resist 20 Necrotic

Radiant Weakness: Loses Reach 3 until end of this creature's next turn.

Reach 3

SPECIAL POWERS

❑ **Immobilizing Claw:** Use only when making an opportunity attack; +19 vs AC; 30 Damage AND Immobilized (save ends)

❑ **Necrotic Pulse:** Use when first Bloodied; Undead allies within 5 squares heal 20 HP, other creatures take 10 necrotic Damage.

Threatening Reach: Can make opportunity attacks against enemies within Reach.

©2008 Wizards DUNGEONS & DRAGONS 49/60

189 Death Titan

LEVEL 22 | AC 34 | DEF 32 | SPEED 6 | HP 150

ATTACK ACTIONS

Greataxe: +27 vs AC; 15 + 15 necrotic Damage

Hurl Blight: (nearest) +25 vs DEF (Fort); 20 necrotic Damage

Sweeping Axe: 2 targets, +23 vs AC; 15 + 15 necrotic Damage each, +15 additional necrotic to Bloodied targets

ABILITIES

Shadow • Giant

+4 DEF (Fort)

Resist 35 Necrotic

Reach 3

SPECIAL POWERS

Steal Soul: Whenever it eliminates an enemy, this creature heals 30 HP.

©2008 Wizards DUNGEONS & DRAGONS 50/60

31 Lurking Wraith

LEVEL 8 | AC 19 | DEF 21 | SPEED F6 | HP 40

ATTACK ACTIONS

Necrotic Touch: +11 vs DEF (Ref); 15 necrotic Damage AND Enervated

ABILITIES

Shadow • Undead

Flight

Insubstantial: Half Damage from all attacks except criticals.

Phasing: Can move through walls, blocking terrain, and enemies.

Resist 20 Necrotic; Vulnerable 10 Radiant

SPECIAL POWERS

Strike from the Shadows: +15 necrotic Damage if target did not have line of sight to this creature at start of this creature's turn.

©2008 Wizards DUNGEONS & DRAGONS 51/60

49 Young Adamantine Dragon

LEVEL 7 | AC 24 | DEF 21 | SPEED F7 | HP 75

ATTACK ACTIONS

Adamantine Jaws: +12 vs AC; 20 Damage

❑ **Thundering Breath:** (large cone) +12 vs DEF (Fort); 20 thunder Damage AND -2 AC until end of battle; RECHARGE when first Bloodied

ABILITIES

Dragon

Flight

SPECIAL POWERS

Thundershock: If this creature is not Bloodied when it activates after the turn it used its Breath Weapon, all creatures within 3 squares take 10 thunder Damage.

CHAMPION 1

- Use to force opponent to reroll an attack roll.
- Use when a creature in your warband scores a critical. That creature can make a attack immediately after resolving the critical.

©2008 Wizards DUNGEONS & DRAGONS 52/60

(C) 2008 wizards of the Coast, Inc. Permission granted to print for personal use only.

135 Blackroot Treant

LEVEL 19 | AC 33 | DEF 31 | SPEED 6 | HP 120

ATTACK ACTIONS

Slam: +24 vs AC; 25 Damage AND ongoing 10 necrotic Damage

❑ **Deathblood:** Up to 2 Undead allies within 4 squares heal 30 HP; RECHARGE when a living creature within 3 squares is eliminated

ABILITIES

Fey • Plant • Undead

Resist 20 Necrotic

Vulnerable 10 Fire, Radiant

Forestwalk: Moves normally through forest terrain.

Reach 3

SPECIAL POWERS

Snatching Branches: Can make opportunity attacks against creatures with Flight.

❑ **Undead Carry:** Use during an Undead ally's turn; that ally ignores movement penalties and does not provoke opportunity attacks while moving through this creature's space.

©2008 Wizards DUNGEONS & DRAGONS 53/60

202 Enormous Carrion Crawler

LEVEL 17 | AC 30 | DEF 29 | SPEED 6 | HP 150

ATTACK ACTIONS

Bite: +22 vs AC; 25 Damage

Tentacle Slap: +19 vs DEF (Fort); 15 poison Damage AND Helpless (save ends)

ABILITIES

Aberrant • Beast

Reach 2

SPECIAL POWERS

Scavenge: On this creature's turn, as an attack action, it can make a attack against each Helpless enemy within Reach.

Where food is plentiful, carrion crawlers can grow to tremendous size.

©2008 Wizards DUNGEONS & DRAGONS 54/60

9 Hellwasp

LEVEL 4 | AC 17 | DEF 14 | SPEED F7 | HP 35

ATTACK ACTIONS

Sting: +9 vs AC; 10 Damage

ABILITIES

Beast • Vermin

Flight

+4 DEF (Ref)

SPECIAL POWERS

Drone: Adjacent enemies can't make opportunity attacks.

Hellborn: +5 Damage to Good targets.

"Some say a hellwasp's sting is as painful as a journey through the Nine Hells. Clearly they ain't been there!" –Borgald Marrson, retired adventurer

©2008 Wizards DUNGEONS & DRAGONS 55/60

8 Ochre Jelly

LEVEL 3 | AC 13 | DEF 13 | SPEED 4 | HP 35

ATTACK ACTIONS

Pseudopod: +6 vs AC; 15 acid Damage

Envelop: +5 vs DEF (Ref), provokes opportunity attack from target; 15 acid Damage AND ongoing 10 acid Damage

ABILITIES

Ooze

Resist 20 Acid

SPECIAL POWERS

❑ **Split:** Use once Bloodied; place a creature named Ochre Jelly adjacent to this creature. The new creature has full HP and no uses remaining of Split but can recharge that special power as normal. RECHARGE when an adjacent Ooze creature is destroyed by a or attack.

©2008 Wizards DUNGEONS & DRAGONS 56/60

3 Ravenous Dire Rat

ATTACK ACTIONS

Bite: +6 vs AC; 5 Damage

LEVEL 1 | AC 14 | DEF 12 | SPEED 6 | HP 5

ABILITIES

Beast • Rat

SPECIAL POWERS

Agility: Whenever this creature hits with a attack, it can immediately shift.

Bloodthirsty: +5 Damage to Bloodied targets.

Rats are sacred to Torog, the King That Crawls. Their presence signifies plague, decay, and collapse in decadent cities.

©2008 Wizards DUNGEONS & DRAGONS® ● 57/60

102 Roper

ATTACK ACTIONS

Bite: +19 vs AC; 20 Damage

Tentacles: (2 targets within 4) +17 vs DEF (Fort); 10 Damage AND Enervated

Reel In: (range 10) +17 vs DEF (Fort); 15 Damage AND pull target 4 squares

LEVEL 14 | AC 28 | DEF 25 | SPEED 3 | HP 105

ABILITIES

Aberrant

SPECIAL POWERS

Feed: Replaces attack action: Make any attack and a attack.

❑ **Lashing Tentacles:** Immediate, when first Bloodied; make 2 Tentacles attacks.

Opportunity Reach 2: Can make opportunity attacks against targets within 2 squares.

©2008 Wizards DUNGEONS & DRAGONS® ★ 58/60

210 Elder White Dragon

ATTACK ACTIONS

Bite: +22 vs AC; 30 Damage

❑ **Frost Breath:** (large cone) +20 vs DEF (Ref); 35 cold Damage, 15 cold on miss; RECHARGE when first Bloodied

❑ **Predator's Claw:** Smaller target only, +22 vs AC; 30 Damage AND pull target to adjacent square AND Immobilized (save ends); RECHARGE on miss or when target successfully saves

LEVEL 17 | AC 31 | DEF 29 | SPEED F7 | HP 180

ABILITIES

Dragon

Flight. Resist 50 Cold; Reach 2

SPECIAL POWERS

Freezing Body: 10 cold Damage to each creature that starts its turn adjacent.

Frigid Fury: Additional +30 cold Damage on a critical.

CHAMPION 1

- Use when any creature takes cold damage. That creature is Immobilized until end of round.
- Use when this is your only champion and you win initiative. Score 30 VP.

©2008 Wizards DUNGEONS & DRAGONS® ★ 59/60

47 Elf Arcane Archer

ATTACK ACTIONS

Short Sword: +17 vs AC; 15 Damage

Longbow: (sight) +17 vs AC; 20 Damage

❑ **Steel Rain:** (large cone) +13 vs DEF (Ref); 25 Damage

LEVEL 13 | AC 27 | DEF 25 | SPEED 6 | HP 75

ABILITIES

Elf • Ranger

SPECIAL POWERS

❑ **Phase Arrow:** Use only with Longbow attack; ignores terrain that blocks line of sight; RECHARGE at end of this creature's turn if it did not attack that turn.

"That rampart won't save you. Any of you."

©2008 Wizards DUNGEONS & DRAGONS® ◆ 60/60

(C) 2008 wizards of the Coast, Inc. Permission granted to print for personal use only.